

DISCLAIMERS

Rules disclaimer

This is a fan expansion, so it won't ever really be more than a 'work in progress'. The expansion has been playtested to some extent, but it is *likely* that some part of it will clash with official rules, especially in the case of subsequent expansions. The most likely problems will be small things – particular combinations of investigators and items may be able to cause infinite loops of effects, for example.

The only way I can meaningfully playtest the expansion is by putting it out there and hoping that people send me feedback. So if you encounter something you think needs fixing, please [send me an email](#) with the subject line 'Rules Problem'. I can't promise I'll ever distribute a revised edition of the expansion, but that really depends on just how many egregious rules problems people find.

Historical disclaimer

In creating this expansion, I have attempted to adhere to the spirit and values of H.P. Lovecraft's weird fiction. This is why this expansion is awash with paranoia, xenophobia, prejudice, superstition and appalling cultural naivety. For the record: almost everything about Egypt in this expansion is *bunkum*. A few of the proper names are nearly spelled right, but that's all. Under no circumstances should you attempt to learn about Egyptian mythology or culture from *Cult of the Golden Scarab*.

Legal disclaimer

I have no connection to Fantasy Flight Games, Chaosium, or any of the authors on whose works the cards are based. The illustrations for the cards were acquired from Google image search and by browsing free galleries on DeviantArt, Elfwood and other online fanart sites. No infringement of any kind is intended, no money is being made out of this expansion, and if you notice that some of your work or intellectual property is being used in the expansion and you don't like the idea, please [email me your complaint](#) and I'll remove the image from any further postings of the files.

EXPANSION CREDITS

Expansion design and rules by:

[TheCorinthian](#) & MrL_Jakiri

Playtesting and suggestions by:

The Housemates of Rassilon.

The nice folks on the [Fantasy Flight boards](#)

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[UEA Gamessoc](#).

DESIGNER'S NOTEBOOK

This document contains notes, commentary and (to some extent) rules clarification on the new content in *Cult of the Golden Scarab*. You don't have to read any of this, but it may help resolve rules problems you come across while using the cards. It may also help you integrate *Golden Scarab* with other Arkham Horror expansions, and facilitate the selective use of components. In addition, this document contains some tactical advice for fighting the new Ancient Ones, and a few insights into the fictional works that inspired the cards.

This document also makes reference to some advanced rules concepts and (occasionally) to cards and concepts from other expansions.

Integrating Golden Scarab with *Curse of the Dark Pharaoh*

The original *Curse of the Dark Pharaoh* expansion has two play modes, but *Golden Scarab* makes the 'Visiting Exhibit' option somewhat superfluous, since there's going to be a stack of Exhibit items anyway. In fact, *Cult of the Golden Scarab* can clash with the Visiting Exhibit because cards referring to the Exhibit item deck will be made ambiguous. So if you're going to use *Curse of the Dark Pharaoh*, it is recommended that it be used in the 'Permanent Exhibit' format and the item decks be integrated. You might also consider adding the excellent [Gilman Memorial Exhibit cards](#) to the mix.

Difficulty and complexity

Cult of the Golden Scarab violates many of the conventions regarding what sort of abilities can appear on *Arkham Horror* cards. There are abilities on *Golden Scarab* cards which may make some of the original game's Ancient Ones a pushover, and there are items and investigators which are flat-out superior to their nearest counterparts in earlier expansions.

So although *Golden Scarab* cards will mix and match fine with cards from official *Arkham Horror* products in the practical sense, the powerful items, spells, allies and investigators are only justified because there are also new, more powerful monsters and Ancient Ones to contend with.

NOTES ON NEW ANCIENT ONES

Azhu-Thoth

Azhu-Thoth devours anyone who closes or seals a gate, but in the latter case this **does not remove the seal** – the seal stays. Likewise, an investigator who closes a gate this way will gain the gate trophy, and then immediately pass it on to his successor as he is devoured. The devouring ability applies to any investigator who closes or seals a gate by *any means*, including using an Elder Sign, a Parchment of the Elder Sign, clue tokens, an encounter effect, or anything else.

Baneb-Djedet

Worshippers: Note that only Hexagon monsters *in Arkham* are Endless. Those encountered in Outer Worlds, and during the Final Battle, can be taken as trophies.

Goat of Mendes: Note that this ability applies *only while Baneb-Djedet ‘stirs’* – so not in the Final Battle.

Final Battle: Investigators cannot *attack* in the normal way, but they get an Upkeep as normal, and if they have other special items that could be used during the Final Battle, these are still usable – it’s just that the investigators simply can’t make an actual combat checks against Baneb-Djedet. The phrase ‘inflict X successes on Baneb-Djedet’ means ‘achieve the equivalent of getting those successes on a combat check against it’, i.e. the successes accumulate until Doom tokens are removed in the normal way.

Attack: The words ‘unless otherwise specified’ are there to indicate that monsters with the *printed ability* ‘Endless’ will *not be taken as trophies during the final battle*. Nor will monsters which are returned to the cup in exchange for rewards (such as the Tcho-Tcho and Warlock). Essentially, the normal rules for taking monsters as trophies apply during this Final Battle, but it had to be specified because monsters don’t usually appear during final battles. And while we’re on the subject, monsters drawn as part of Baneb-Djedet’s attack *are* considered to be in the ‘same area’ as the investigators, just as the investigators are in the ‘same area’ as each other. However, abilities to do with monster movement (and other extraneous rules) will not have an effect. Baneb-Djedet’s ‘attack monsters’ are mostly like Other World monster encounters, except that they can be taken as trophies.

Nephren-Ka

Dark Pharaoh: Here's how this is meant to work. Nephren-Ka accumulates Plagues throughout the game, although the investigators have some ability to choose which ones happen first. Plague cards are irremovable during the game – they can only be got rid of during the Final Battle. When Nephren-Ka awakens, he *will* have all the Plagues (although some of them cease to matter during the Final Battle) because filling up his Doom track will add the remaining ones. This makes him a real tough cookie. The players then have a number of options every turn. They can either attack Nephren-Ka as normal (in which case the turn is a fairly typical Final Battle turn) or they can avail themselves of the special ability on one of the Plagues.

If that ability is resolved, the Plague card disappears back into the box *and its abilities vanish*, thus (usually) weakening Nephren-Ka in a specific and unique way. In addition, whenever a Plague card is removed, Nephren-Ka loses a Doom token, which is the equivalent of the investigators having got one success each that turn. Shrewd investigators will realize that the exact order in which the Plagues are removed makes a massive difference to the difficulty of the Final Battle as the turns wear on. Sometimes, having one investigator devoured is extremely helpful because that person's lack of a trophy or clue token is no longer an obstacle to attempting to remove a particular plague.

Nitocris

Worshippers: The 'random allies' come from the ally deck, *not* from investigators' allies.

Mother of Rot: 'During game setup' refers to investigators who have random Unique items listed on their character sheets.

NOTES ON NEW INVESTIGATORS

Horace Falconer, the Veteran

Horace starts with a fixed Common item - Service Revolver. If you're using *Cult of the Golden Scarab* investigators but don't want to use *Cult of the Golden Scarab* Common items - or don't have the card because, for example, your printer has broken - Horace can start with a .38 Revolver instead.

Marie Et-Neit, *the Awakened Mummy*

Banishment: This ability only allows Marie to claim as trophies those monsters which are removed from the board as a *direct result* of the gate closure, as detailed in the Arkham Horror rulebook. If you've managed to set up some complex chain of cause and effect using spells and items so that closing a gate kills a whole bunch of monsters that it ordinarily shouldn't, Marie doesn't get them as trophies.

Marie starts with a fixed Exhibit item - the **Mark of Bast**. As with Horace Falconer's revolver (above), if you're using *Cult of the Golden Scarab* investigators but don't want to use *Cult of the Golden Scarab* Exhibit items, Marie can start with the special 'Beloved of Bast' and 'Nine Lives' cards from *Kingsport Horror* instead, as these have almost the same effect. Obviously this option shouldn't be used in conjunction with the Bast Guardian from that expansion.

Jon Whitefeather, the Medicine Man

Seeker of Visions: This ability essentially allows this investigator to ignore Sanity costs from spells if he fails to cast them. If a spell has a 'special' sanity cost, Jon doesn't regain any Sanity, even if the 'special' effect seems to result in him losing or paying Sanity indirectly.

Janice Hathaway, the Assistant Curator

Archivist: This ability can be applied to *any circumstance* in which Janice draws a random item from the top of one of the named decks. This includes drawing items at a 'shop' location before deciding what to buy. So (for example) when Janice visits the Curiosity Shoppe, she can choose to draw two random Unique items, then use her ability to make sure that the third card drawn is certainly a Tome. Alternatively, she could force all three cards to be Tomes, or draw three random cards like everyone else. Note that this is an Arkham Encounter Phase ability, so can't be triggered if (for example) Janice defeats a Mi-Go in combat during the Movement phase.

Cyrus Crookes, the Hermetic Priest

When Cyrus pays the Sanity cost of a spell using his ability **At Home Among The Dead**, all subsequent cards and/or effects treat the spell as having had (at the moment of casting) a paid Sanity cost of zero. So

for the purposes of any spell which has a variable effect determined by the amount of Sanity paid at the point of casting, use of Cyrus' ability would result in him being considered to have spent no Sanity at all.

NOTES ON NEW ALLIES

Abilities on ally cards often have to be economically phrased because there isn't much space. Faced with a choice between only including ally abilities which could be expressed unambiguously, and including ally abilities which did more interesting things but might be a bit ambiguous at times, I chose the latter. Suck it down.

Robert Harrison Blake

If there was room on the card, Blake's ability would read 'Any Phase: When you knocked *unconscious* or driven *insane*, you do not have to discard half your Clue tokens.' The ability (even the 'short version' on the card) is intended to refer only to the normal discarding of clue tokens that takes place on a trip to St. Mary's or Arkham Asylum. If some sort of special effect from another card causes you to have to discard Clue tokens when one of these events happens, Blake's ability will not get you out of it.

Georgina Lucas

This ally's ability is compulsory. You must ignore all the modifiers, even the ones which give a *bonus* to the gate-closing check. You can't choose to 'not apply' the ability.

Gustaf Johansen

If there was room, Johansen's ability would read 'Any Phase: When you knocked *unconscious*, you do not have to discard half your Items.'

Halpin Chalmers

If there was room, Chalmers' ability would read 'Any Phase: When you driven *insane*, you do not have to discard half your Items.'

Elspet Carls

The word 'effects' here refers to the body text of the Mythos cards – for example, in the case of the card 'Blackest Night', you'd ignore the Luck check penalty and the Sneak check bonus.

You wouldn't ignore the Clue token or the gate - and I'm not clear on exactly what people think one character being able to 'ignore' a gate would entail anyway. And yes, this is another involuntary ally ability. You can't select which Environment effects you ignore – you ignore them all.

Niles Masters

This Ally is transferred between devoured and new investigators in the same manner as a monster trophy or gate trophy. If an investigator is devoured and is not replaced, such as often happens in the final battle, Niles Masters is (as I hope would be obvious) returned to the box.

NOTES ON NEW COMMON ITEMS

Hand Grenade

The special ability *does* apply to the dice rolled because of a weapon in the other hand. So if you're dual-wielding a Hand Grenade and something else, *all* your 6s will do double damage.

Coffee

If you discard Coffee in an Other World, you can't use the extra movement points.

De Masticatione Mortuorum

If a Tome doesn't require movement points, or there's *any ambiguity at all* about how to apply this ability, it doesn't apply.

Exercitatio Anatomica

The text of this card is a little bit algebraic, but it's the best I could do. Here it is explained in Primary School terms: You make a Lore test. The modifier is equal to the toughness of one of your monster trophies *minus five*. So if you had a monster with toughness 2, the modifier would be (-3). A monster with toughness 5 or above is applying no penalty (or bonus) because the test has become pointless and won't have any effect anyway.

Diplomatic Papers

The bonus only applies to Skill checks which are *directly* giving you an ally. Usually this means you're having an Arkham Encounter and the specific ally is mentioned in **bold**.

NOTES ON NEW EXHIBIT ITEMS

Feather of Ma'at

The bonus against the Ancient One *replaces* the ordinary combat bonus rather than adding to it. So the Feather gives a +6 bonus against the Ancient One, not +10.

Canopic Jars

Canopic Jars can't give *themselves*. If you discard them and choose 'Exhibit items', they Jars are gone *before* your Exhibit items are handed over, so the recipient of the rest of your stuff doesn't get to keep them. Nice try.

Mirror of Nitocris

This is one of those cards which looks like it might be wrong (or incomplete) but actually it's just phrased in a really literal-minded way and the implication may not be immediately clear. The state '**night**' must be in effect in order to refresh the Mirror. If you're not using the Egyptian Exhibit herald, and therefore there is *no Day/Night card*, it will never be **night** and so the Mirror will never refresh - making it a one-use-only weapon.

Osiris Glaive

The bonus in brackets *replaces* the main bonus, rather than adding to it. So if it's **night**, the weapon gives a +5 bonus, not +8.

NOTES ON NEW SPELLS

Clutch of Nyogtha

Monsters which have 'special' Stamina damage (such as the Typhonian Beast) are not affected by this spell - their 'special' damage still takes effect.

NOTES ON NEW GUARDIANS

Egyptian Exhibit

The Day/Night card ensures that one of two ‘states’ will always be in effect in Arkham. It will either be **night** or **day**. If you are not using this Guardian then it is NEITHER. There’s no ‘default state’ for when the card is still in the box. If a Golden Scarab card refers to something happening when it’s ‘**day**’, then the Egyptian Exhibit has to be in play for that to work. *However* a number of cards use pedantic phrasing such as “If it’s not **night**...” which (if you’re not using this guardian) is *all the time*.

The events which cause the Day/Night card to flip over are intended to ensure that it will flip over at least a few times each way in each game. But if you’re playing with a combination of expansions that significantly alters the ratio of Environment (Mystic) and (Weather) cards to other Mythos cards, you might want to consider creating ‘house rules’ that flip the card in different circumstances.

However, bear in mind that the flip-over triggers were also chosen for fluff reasons: nearly all the good sunny weather in Arkham appears on Environment (Weather) cards, so that type always removes ‘Night’, and nearly all the unpleasant dark conditions in Arkham are on Environment (Mystic) cards, so that type always removes ‘Day’. This way, it’s impossible for it to be both ‘Night’ (on the Night/Day card) and ‘Sunny and Clear’ (on the Mythos card). Because that would make no sense.

(Edited to add: it really did all match up perfectly until *Black Goat of the Woods* came out, and now it can be ‘day’ and a full moon at the same time. That’s Lovecraft Country for you, I guess.)

NOTES ON NEW ENCOUNTERS

Green Other World Encounter (3): The ‘City of the Great Race’ encounter that swaps current Sanity and Stamina does not allow you to set either to be higher than your maximum. So for example, if Harvey Walters had current Sanity 7 and current Stamina 2, he’d set his current Sanity to 2 and his current Stamina to 3. Ouch.



FICTION SOURCES

Plenty of stuff in this expansion I completely made up, and plenty I plundered from Egyptian mythology. For those who are curious, here's where the rest comes from. It's a rich tapestry alright.

Ancient Ones and Heralds

Azhu-Thoth is an original variant on the classic Outer God Azathoth, intended to suggest some oblique connection to the Ancient Egyptian god 'Thoth'. **Baneb-Djedet** is a real Ancient Egyptian god; he's sometimes described as a goat, so I connected him with Shub-Niggurath, although really he's very nice. **Nephren-Ka** and **Nyarlath-Hotep** are of well-established provenance. **Nitocris** and the **Ur-Sphinx** are both drawn from one of my favourite Lovecraft stories, *Under the Pyramids*. The Ur-Sphinx is meant to be the huge god-creature from the end of that story, but I couldn't find a picture which matched the description. The Mask monster 'The Beast' from *Curse of the Dark Pharaoh* might be meant to be the same thing. The **Golden Scarab Cult** has no specific origin in Mythos fiction, but I suppose it has some roots in *Under the Pyramids*.

Monsters

The **Chaos Mask** is a generic bit of Nyarlathotepian imagery. **Flute-Players** are the piping cosmic beings mentioned in Lovecraft's *The Rats in the Walls* and hinted at in *Nyarlathotep*. **Thuum'ha**, are 'Men of Ib' from Lovecraft's *The Doom That Came To Sarnath*. **Yuggs** are giant worms from Lin Carter's Xothic stories. **Lloigor** are malevolent elementals from August Derleth's *Lair of the Star-Spawn*. The **Voormi** is taken from Clark Ashton Smith's *The Testament of Athammaus*. 'The **Typhonian Beast**' is the name given to a creature which appears in Ancient Egyptian hieroglyphics but no-one knows what it's meant to be. The **Omen Bird** is basically Poe's Raven, but partly inspired by the story that soon after Howard Carter's expedition opened Tutankhamun's tomb, a falcon was seen hovering ominously in the western sky.

Common items